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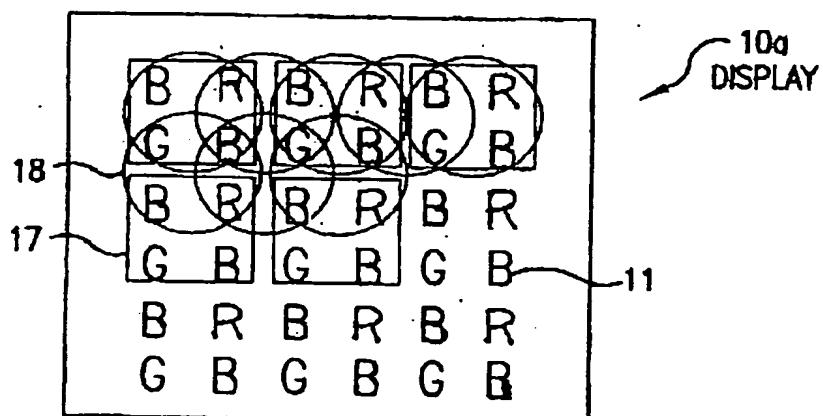
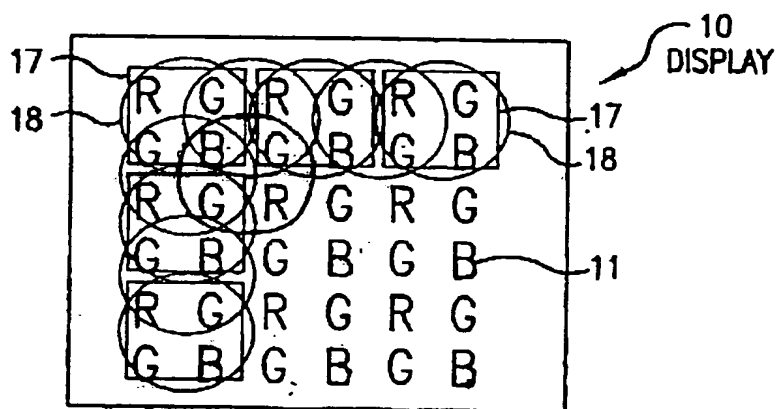
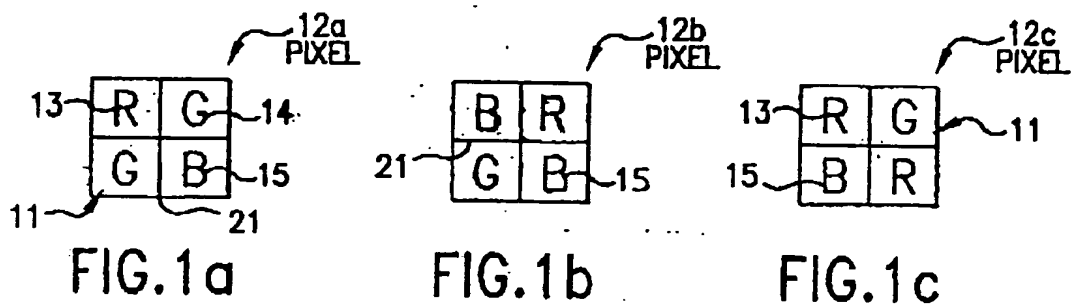
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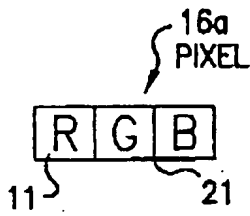


FIG. 3a

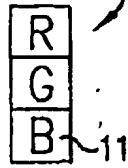


FIG. 3b

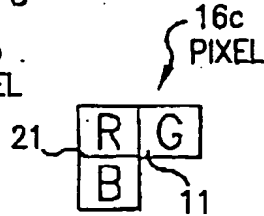


FIG. 3c

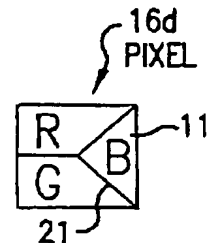


FIG. 3d

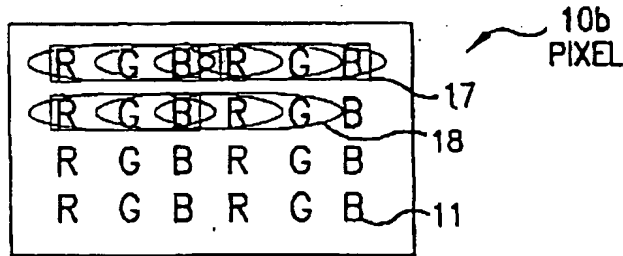


FIG. 4a

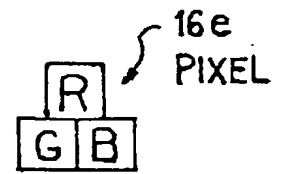


FIG. 3e

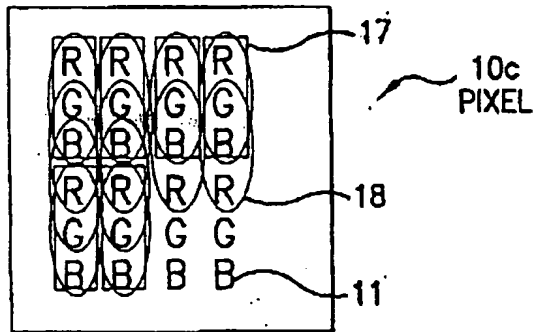


FIG. 4b

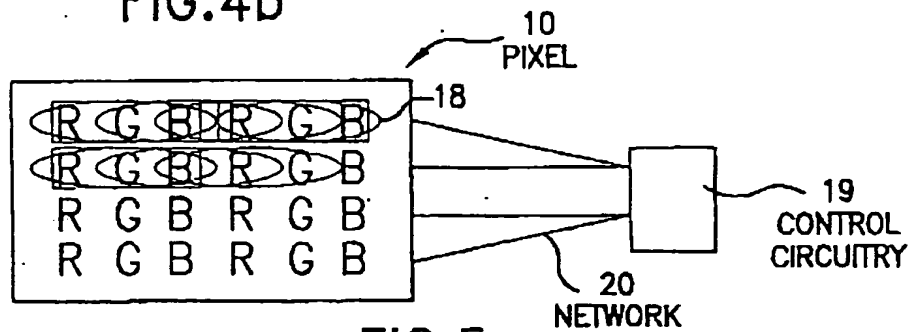


FIG. 5

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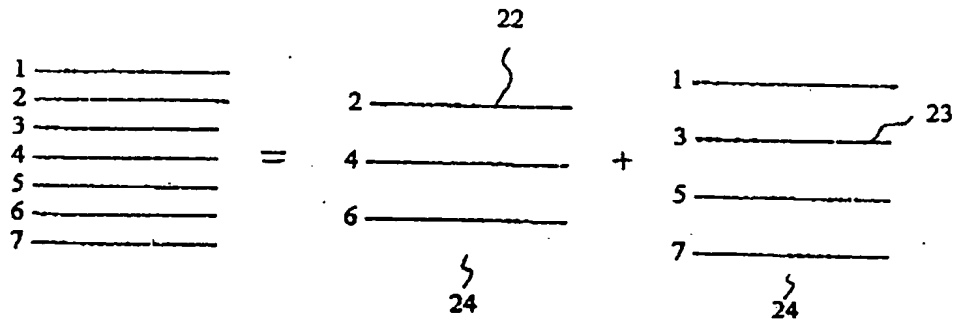


FIG. 6

10 DISPLAY with 12a PIXEL

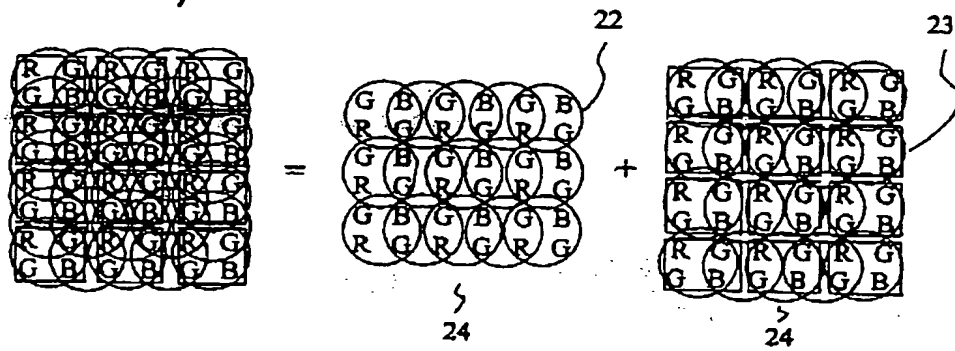


FIG. 7

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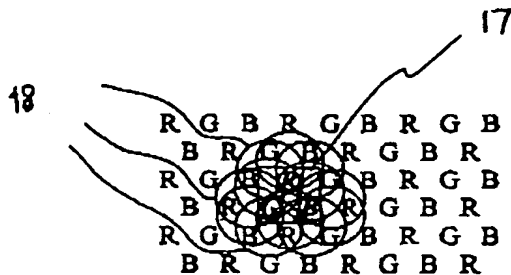


FIG. 8

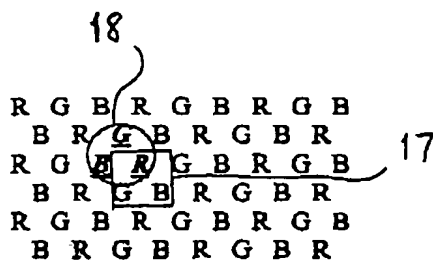


FIG. 8.1

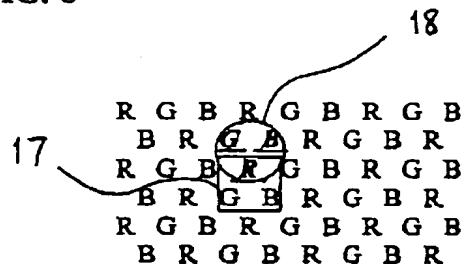


FIG. 8.2

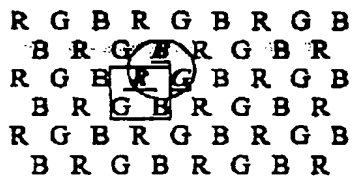


FIG. 8.3

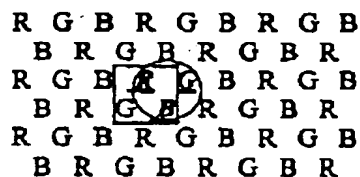


FIG. 8.4



FIG. 8.5

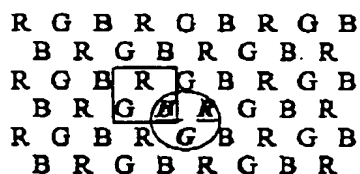


FIG. 8.6

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17

R G B R G B R G B
 B R G B R G B R
 R G B R G B R G B
 B R G B R G B R
 R G B R G B R G B
 B R G B R G B R

18

FIG. 8.7

R G B R G B R G B
 B R G B R G B R
 R G B R G B R G B
 B R G B R G B R
 R G B R G B R G B
 B R G B R G B R

18

FIG. 8.8

R G B R G B R G B
 B R G B R G B R
 R G B R G B R G B
 B R G B R G B R
 R G B R G B R G B
 B R G B R G B R

FIG. 8.9

R G B R G B R G B
 B R G B R G B R
 R G B R G B R G B
 B R G B R G B R
 R G B R G B R G B
 B R G B R G B R

FIG. 8.10

R G B R G B R G B
 B R G B R G B R
 R G B R G B R G B
 B R G B R G B R
 R G B R G B R G B
 B R G B R G B R

FIG. 8.11

R G B R G B R G B
 B R G B R G B R
 R G B R G B R G B
 B R G B R G B R
 R G B R G B R G B
 B R G B R G B R

FIG. 8.12

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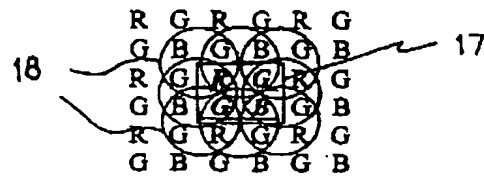


FIG. 9

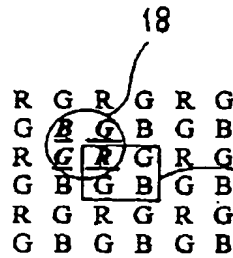


FIG. 9.1

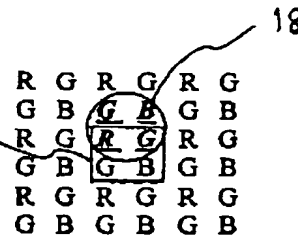


FIG. 9.2

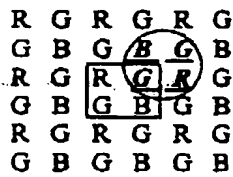


FIG. 9.3

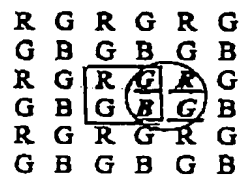


FIG. 9.4

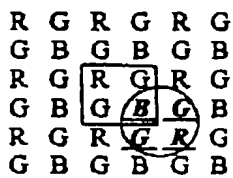


FIG. 9.5

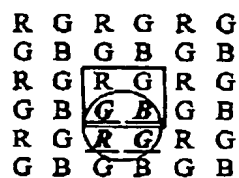
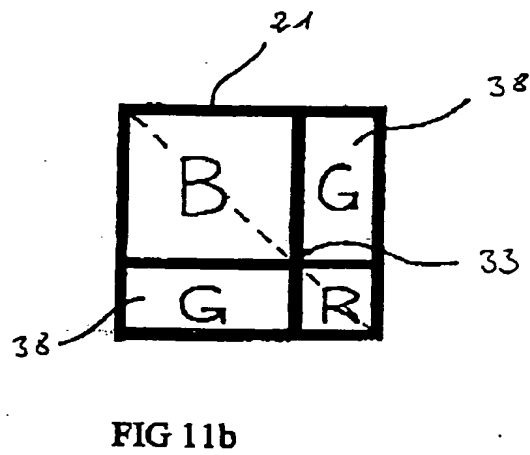
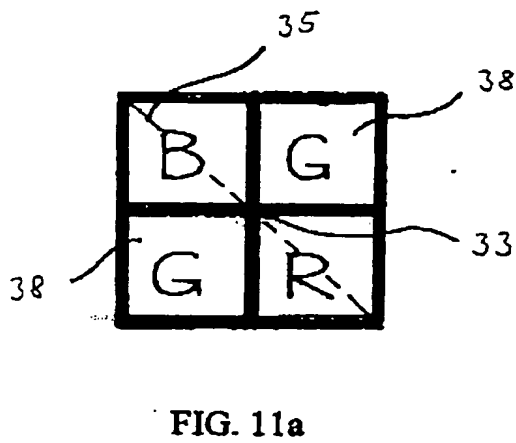
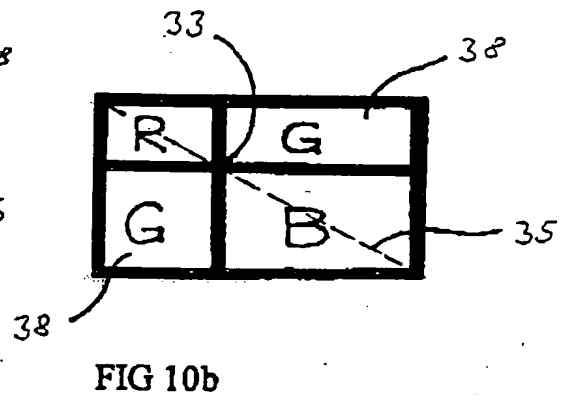
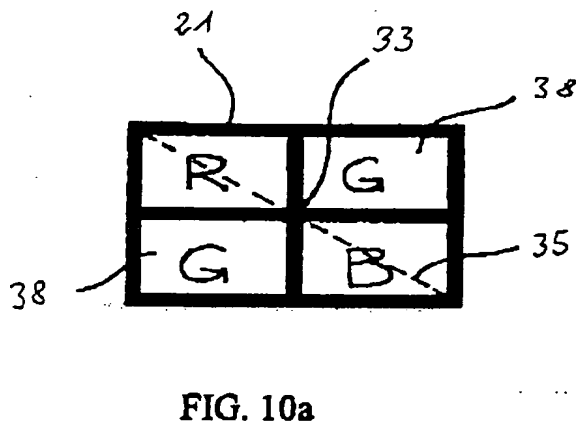
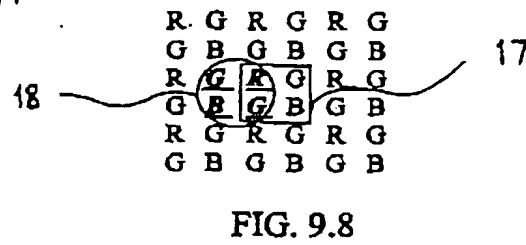
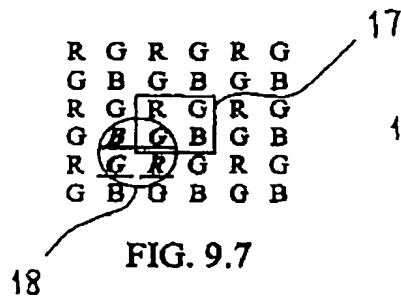


FIG. 9.6

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Quad pixels Display with 480 x 640 static pixels resolution and 959 x 1279 inventive dynamic pixels resolution

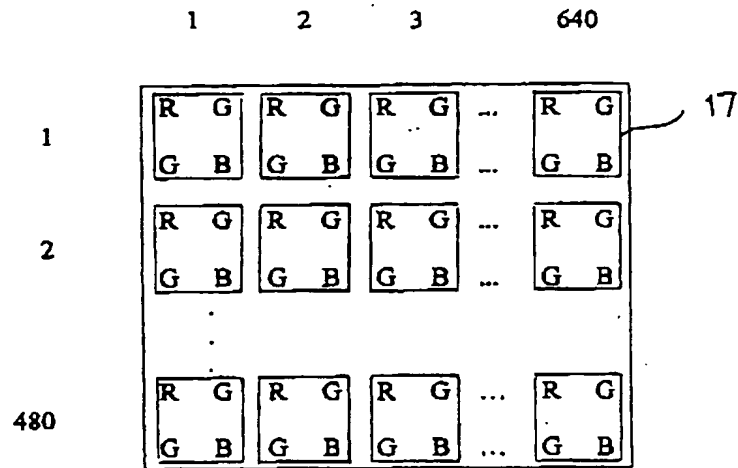


FIG. 12

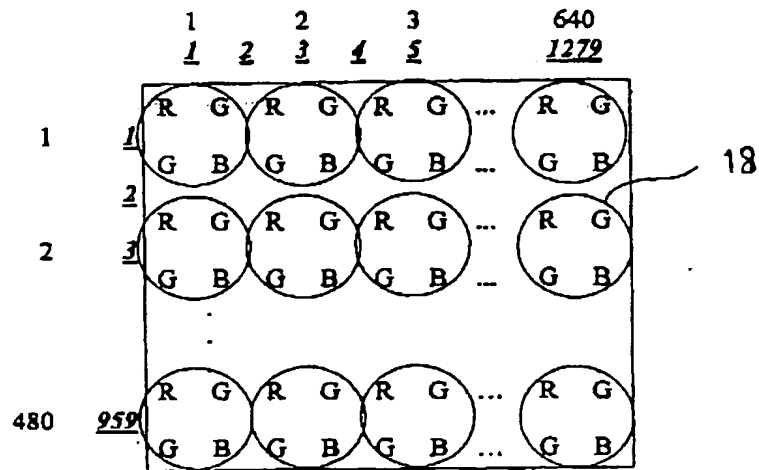


FIG. 12a

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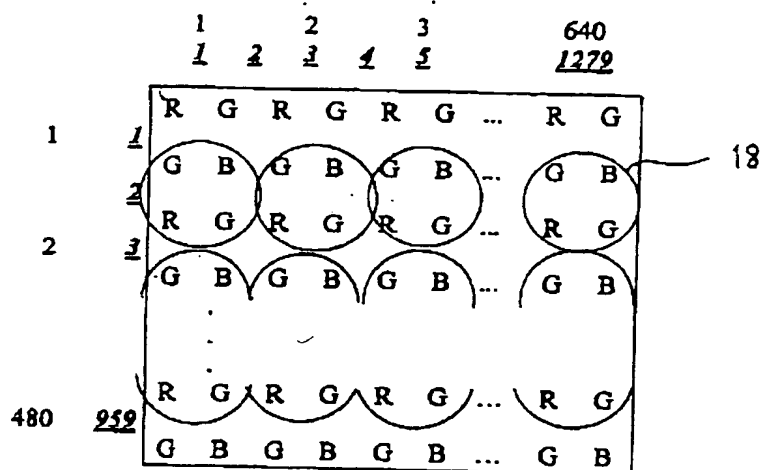


FIG. 12b

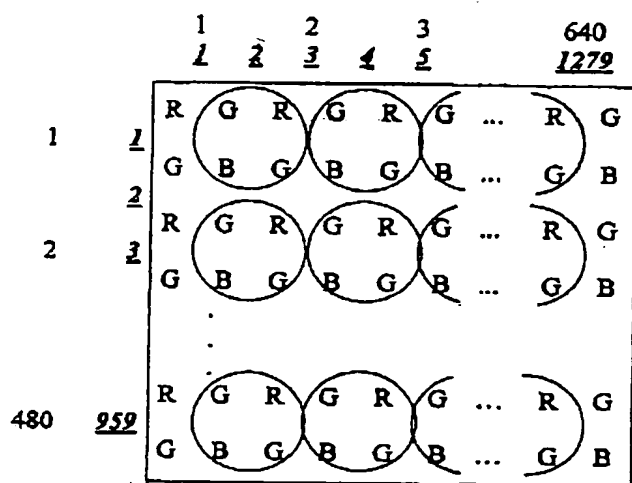


FIG. 12c

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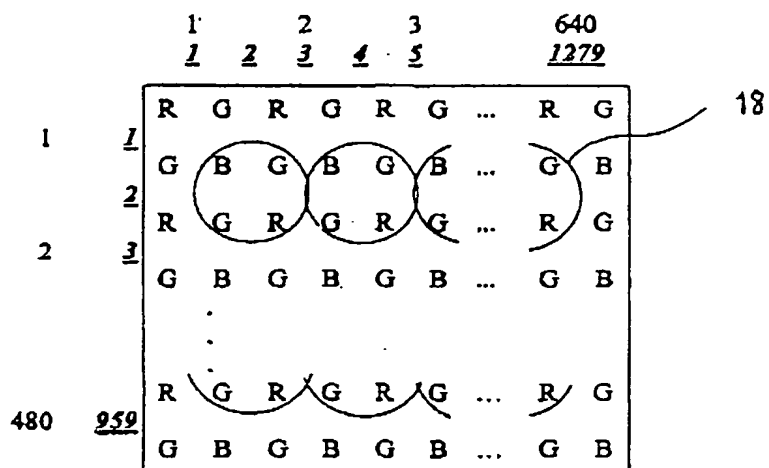


FIG. 12d

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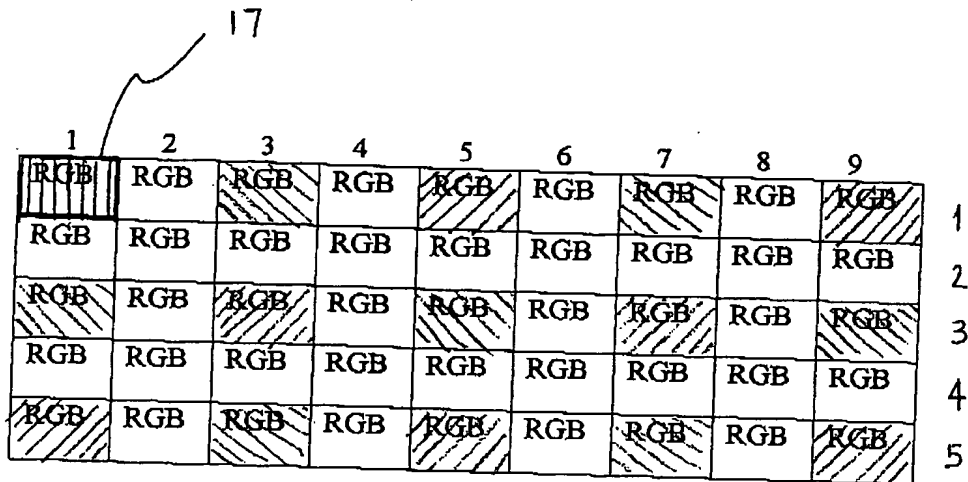


FIG. 13a Conventional RGB stripes display 9 x 5 pixels

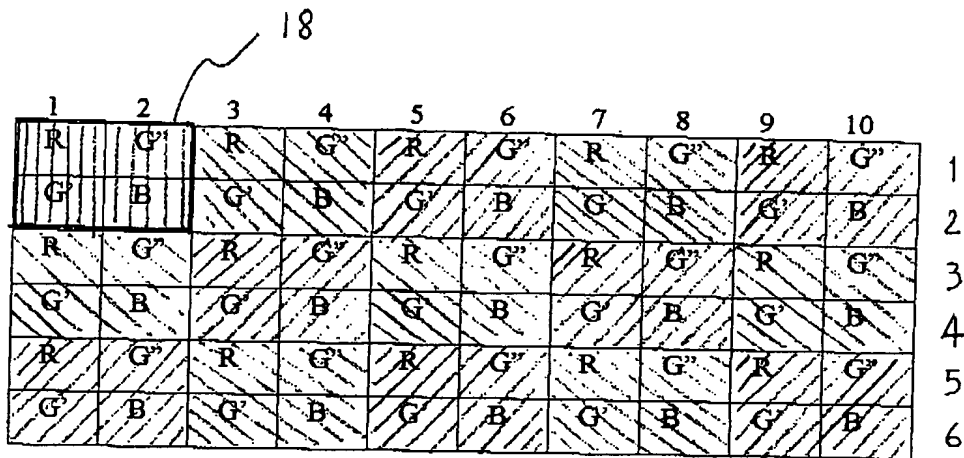


FIG. 13aa Invented display with dynamic resolution 9 x 5 pixels
Frame 1

$$G' = G'' = \frac{G}{2}$$

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17

1	2	3	4	5	6	7	8	9	
RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	1
RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	2
RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	3
RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	4
RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	5

FIG. 13b Conventional RGB stripes display 9 x 5 pixels

18

1	2	3	4	5	6	7	8	9	10	
R	G''	R	G''	R	G''	R	G''	R	G''	1
G'	B	G'	B	G'	B	G'	B	G'	B	2
R	G''	R	G''	R	G''	R	G''	R	G''	3
G'	B	G'	B	G'	B	G'	B	G'	B	4
R	G''	R	G''	R	G''	R	G''	R	G''	5
G'	B	G'	B	G'	B	G'	B	G'	B	6

FIG. 13bb Invented display with dynamic resolution 9 x 5 pixels
Frame 2

$$G' = G'' = \frac{G}{2}$$

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17

1	2	3	4	5	6	7	8	9	
RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	1
RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	2
RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	3
RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	4
RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	5

FIG. 13c Conventional RGB stripes display 9 x 5 pixels

18

1	2	3	4	5	6	7	8	9	10	
R	G'	R	G''	R	G'	R	G''	R	G''	1
G'	B	G'	B	G'	B	G'	B	G'	B	2
R	G'	R	G''	R	G'	R	G''	R	G''	3
G'	B	G'	B	G'	B	G'	B	G'	B	4
R	G'	R	G''	R	G'	R	G''	R	G''	5
G'	B	G'	B	G'	B	G'	B	G'	B	6

FIG. 13cc Invented display with dynamic resolution 9 x 5 pixels
Frame 3

$$G' = G'' = \frac{G}{2}$$

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17

1	2	3	4	5	6	7	8	9	
RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	1
RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	2
RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	3
RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	4
RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	RGB	5

FIG. 13d Conventional RGB stripes display 9 x 5 pixels

18

1	2	3	4	5	6	7	8	9	10	
R	G''	R	G''	R	G''	R	G''	R	G''	1
G'	B	G'	B	G'	B	G'	B	G'	B	2
R	G''	R	G''	R	G''	R	G''	R	G''	3
G'	B	G'	B	G'	B	G'	B	G'	B	4
R	G''	R	G''	R	G''	R	G''	R	G''	5
G'	B	G'	B	G'	B	G'	B	G'	B	6

FIG. 13dd Invented display with dynamic resolution 9 x 5 pixels
Frame 4

$$G' = G'' = \frac{G}{2}$$

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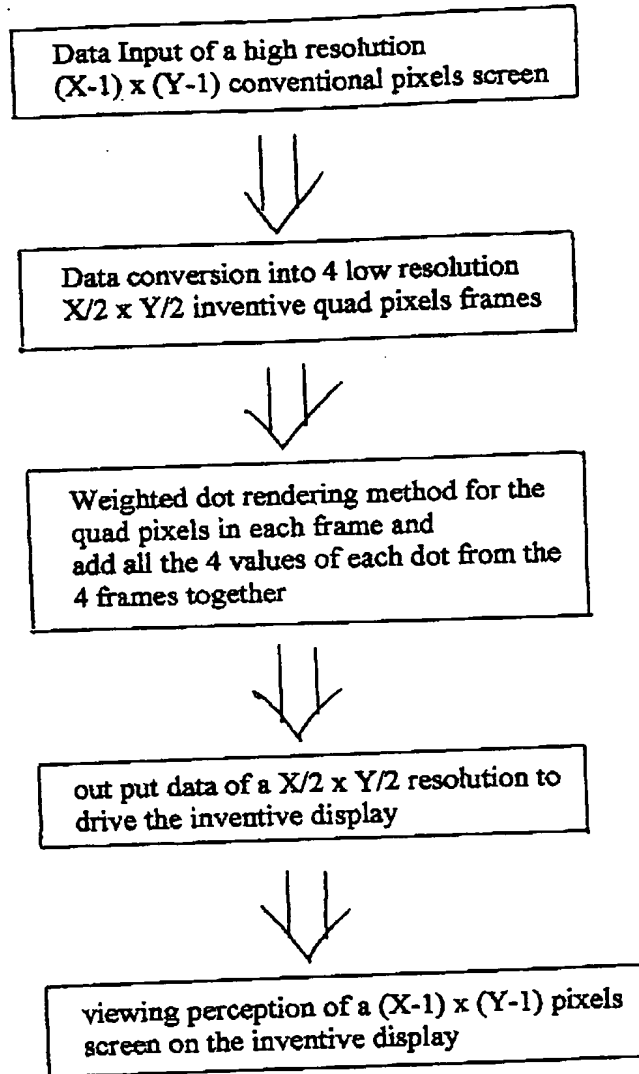


FIG. 13 e Principle of weighted dot rendering method to display a high resolution $(X-1) \times (Y-1)$ pixels screen on a low resolution $X/2 \times Y/2$ quad pixel screen of the inventive display with the perception of viewing a high resolution $(X-1) \times (Y-1)$ screen.